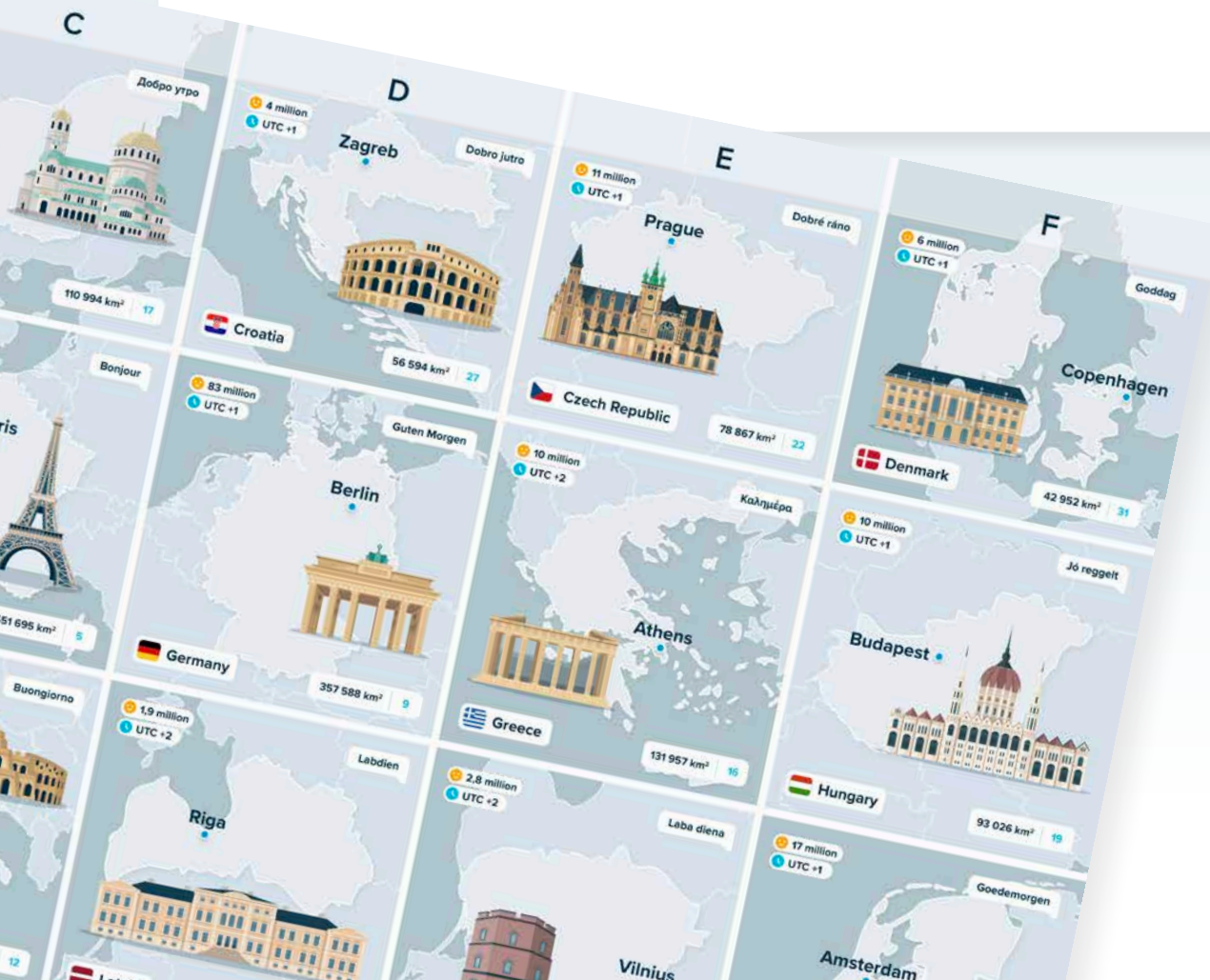


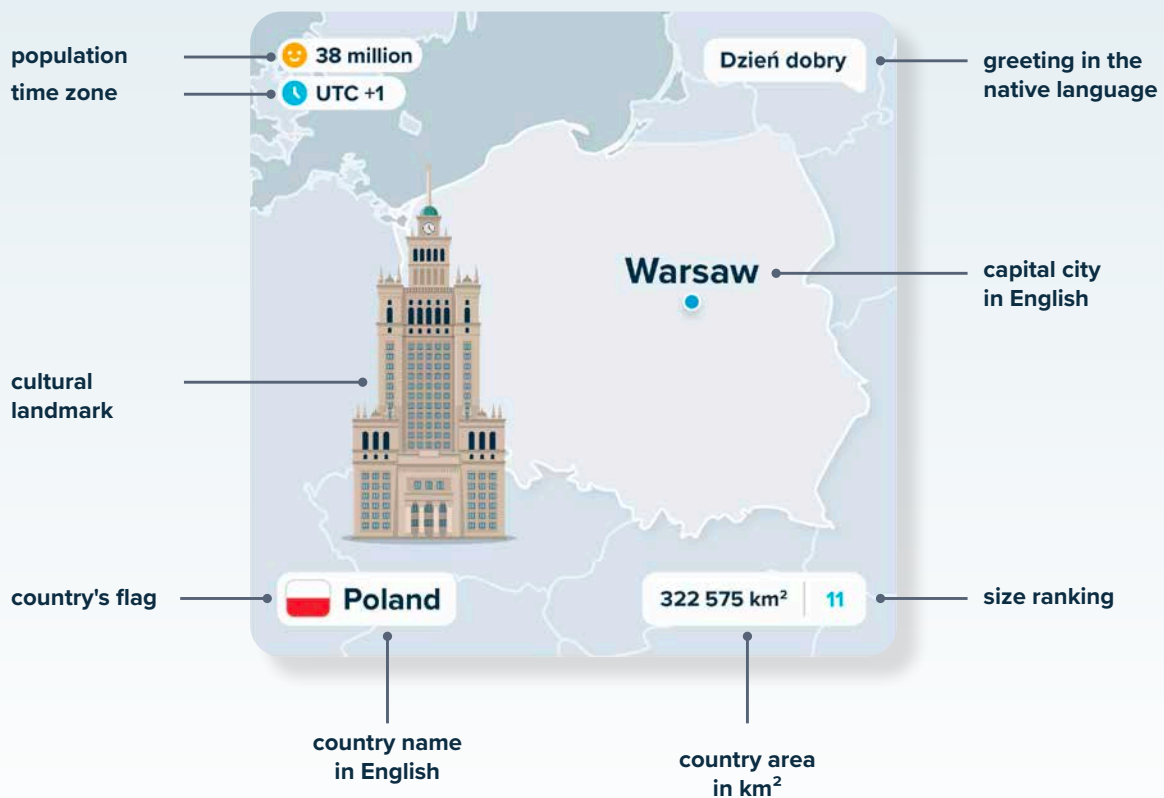
# Discover Europe

1. **Country representatives:** Discover interesting facts about Europe
2. **Race:** Photon Robot travels across the continent!
3. **Euro Song Contest:** European song hits in your classroom
4. **Euro challenge:** Test your knowledge about Europe
5. **European time:** What time is it? Well, it depends!
6. **A mathematical journey:** Where will the Photon Robot land?
7. **Hidden treasure:** Let the treasure hunt begin!
8. **What a story!** History quiz with the Photon Robot
9. **Europe's capitals:** Revising knowledge about famous European cities
10. **Popular first names in Europe:** Get to know your neighbours



## Mat description:

Designed for activities with the Photon Robot, this educational mat is an excellent tool for supporting interdisciplinary learning. Each country on the European continent was described with relevant details, allowing students to better understand their cultural and geographic diversity. The mat indicates capital cities, population count, the most popular greetings, flags, and country surface areas. There are markings with the Coordinated Universal Time (UTC) as well as each country's important cultural landmarks.



### The list of landmarks:

- **Poland:** Palace of Culture and Science
- **Germany:** Brandenburg Gate
- **Spain:** Sagrada Familia
- **France:** Eiffel Tower
- **Italy:** Colosseum
- **Portugal:** Belém Tower
- **United Kingdom:** Big Ben
- **Ireland:** Dublin Castle
- **Greece:** Parthenon
- **Norway:** Oslo City Hall
- **Sweden:** The Royal Palace in Stockholm
- **Denmark:** Amalienborg Palace
- **Finland:** Helsinki Cathedral
- **Iceland:** Hallgrímskirkja Church
- **Netherlands:** Amsterdam Royal Palace
- **Belgium:** Atomium
- **Switzerland:** Federal Palace of Switzerland in Bern
- **Austria:** Schönbrunn Palace
- **Ukraine:** Saint Sophia Cathedral
- **Czech Republic:** Prague Castle
- **Slovakia:** Bratislava Castle
- **Hungary:** Budapest Parliament Building
- **Romania:** Palace of Parliament
- **Bulgaria:** St. Alexander Nevsky Cathedral
- **Croatia:** Amphitheater in Pula
- **Slovenia:** Ljubljana Castle
- **Lithuania:** Vilnius Castle
- **Latvia:** Rundāle Palace
- **Estonia:** Toompea Castle in Tallinn

# 1. Country representatives

## Goal:

- To develop presentation skills
- To improve memory

## Required items:

- Square pieces of paper with coordinates for each field on the mat (e.g., A1, D5)

## Activity:

Prepare pieces of paper representing each field on the mat. Then ask students to randomly pick one each. The students have to guide the Photon Robot from the starting field to the field indicated on the paper they have drawn and then tell as much as possible about the country they have "visited" (according to the information on the mat).

This way, students become representatives of that particular country and must prepare the most interesting information about it (e.g., historical trivia, information about monuments, famous buildings, or artists). Later, ask students to gather more information about these countries (e.g., as a homework assignment). Students can then drive the robot to the appropriate field on the mat and present this information.

At the end of the activity, test students knowledge:

- "I want the 3 largest countries in Europe to step forward", or
- "Let's see countries where people greet each other with *Bonjour* and *Guten Morgen*."

## 2. Race

### Goal:

- To learn more about the European countries
- To understand how European countries vary in size

### Activity:

Divide the children into two teams. Explain that the first team must prepare a program in which the robot will go through all the countries, starting with the smallest one. The second team must prepare a route, starting with the largest country in Europe.

Allow some time for the children to program the robot (depending on their age and skills). One team runs its program, and the other team counts down the time it takes the robot to go from the first country to the last. The fastest team wins.

In another version of this task, students are given a set time to prepare the robot's route from the largest to the smallest country. The fastest team wins.

### 3. Euro Song Contest:

#### Goal:

- To associate country-specific music with countries
- To improve active listening skills

#### Required items:

- Songs / music recordings representing countries from the mat

#### Activity:

Explain to the students that their task is to prepare a short program to make the Photon Robot dance, i.e., rotate or move in a sequence.

Play songs that are country-specific or associated with a specific European country. After each song, instruct students to direct the robot to the country associated with the song and run the dance program. At the end of the activity, you can start a discussion about the songs and vote for the best one.

## 4. Euro challenge

### Goal:

- To improve listening and responding skills
- To learn about the culture and history of European countries

### Required items:

- Tidbits about selected European countries

### Activity:

Organise a "Euro challenge" where you will present interesting facts about selected European countries. Explain that the children will have to guess and guide the Photon Robot as quickly as possible to the field with the country you are telling them about.

### Examples of tidbits you can provide:

- "A country that has seven neighbours and one of them is Ukraine."
- "Name a country where we greet each other with Bonjour."
- "The 10th largest country in Europe."
- "Name a country where 1 p.m. is now."
- "The country with the capital called Prague."

## 5. European time zones

### Goal:

- To understand the concept of time zones
- To develop mathematical skills and logical thinking

### Activity:

Tell the time in a selected country in Europe and ask the children to tell the time in other European countries.

Students should then direct the Photon Robot from one country to another. Students check the time and UTC designation on the mat and give the answer (e.g., "If it is 1 p.m. in Berlin, then it is 2 p.m. in Finland").

## 6. A mathematical journey

### Goal:

- To practice addition and subtraction

### Required items:

- Mathematical equations with results between 1 and 46  
(on pieces of paper; enough for each student to complete the task)

### Activity:

Each country on the mat has been assigned a number. Give your students mathematical equations/problems to solve where results correspond to the numbers assigned to countries on the mat (from the largest to the smallest number). Once they have the results they take turns to guide the Photon Robot to the corresponding fields on the mat.

The task ends when there are no more equations to draw.

## 7. Hidden treasure

### Goal:

- To learn how countries rank according to their size
- To improve problem-solving skills

### Required items:

- Clues or tidbits about selected countries present on the mat that form a path to the "hidden treasure"

### Activity:

Prepare cards with clues about each country before the class. Place the cards with clues upside down on the mat in successive order on the robot's route. Some of these could just be blank sheets of paper, leaving students to work out the next move without a clue. First, give a clue to one of the students and explain that their task is to guide the Photon Robot to the country to which the information on the first card refers. Students should follow the clues until they reach the field with the prize symbol card.

## 8. What a story!

### Goal:

- To present significant historical events

### Required items:

- Flashcards with flags of different countries and questions about significant events in their history

### Activity:

Prepare flashcards with the flags of different countries on one side and questions from history of these countries on the other. First, randomly place the flashcards on the mat.

Then, ask one of the students to guide the Photon Robot to the country of your choice and read the question from a flashcard put there. If the answer is correct, the student keeps the card and continues. If the answer is wrong, the student hands over control of the Photon Robot to the next person.

The winner is the person who collects the most country flashcards.

## 9. Europe's capitals

### Goal:

- To learn how to find places and get directions
- To improve spatial imagination

### Required items:

- Cards with several directional arrows indicating the way to selected fields on the mat

### Activity:

Prepare the arrow flashcards before your class. Use them to guide the children to the appropriate fields on the mat. Each student picks a random card with directions and guides the Photon Robot to the target field by the arrows. Once there, you ask the following question: "What is the name of the capital city of this country and where is it located?"

### Sample solution:

"The capital of Poland is Warsaw. Warsaw is located in the central part of that country."

## 10. Popular first names in Europe

### Goal:

- To develop social skills
- To improve imagination

### Required items:

- Cards with first names typical for countries present on the mat. A list of representative names is on the next page

### Activity:

Prepare a list of male and female first names associated with the countries on the mat and score cards. Then divide the group into two teams. The team drawing the names at random should read the names from the cards and guess the country of their origin.

If the answer is correct, provide a brief description of the Photon Robot's route, such as: "Zosia and Helga went to pick up Fernando and Jürgen so that they could go to Portugal together."

If the students guess the countries the names come from and have programmed the correct route for the Photon Robot, they score a point and hand the robot over to the other team. The team with the most correct answers wins.

Country	Female first name	Male first name
Poland	Zosia	Franek
Germany	Hilde	Jurgen
Spain	Maria	Jose
France	Claire	Pierre
Italy	Chiara	Luigi
Portugal	Sofia	Santiago
United Kingdom	Emily	James
Greece	Eleni	Nikos
Finland	Aino	Mikael
Ukraine	Elena	Oleksandr
Bulgaria	Iveta	Georgi
Latvia	Liga	Jānis